

MATTEL ELECTRONICS®

IntelliVision® Intelligent Television

CARTRIDGE INSTRUCTIONS

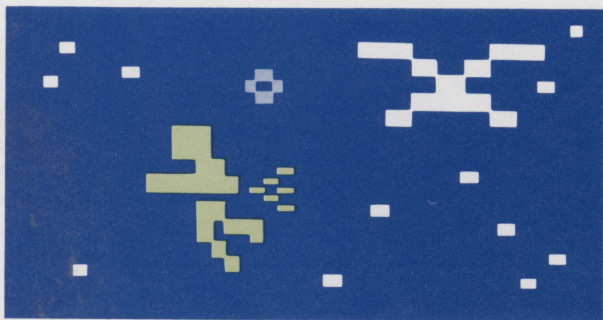
SPACE HAWK™

(FOR 1 OR 2 PLAYERS)



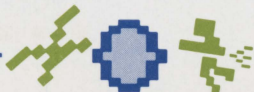
FOR COLOR TV VIEWING ONLY

THE SITUATION: Imagine a hunter, alone in Deep Space. You control his movements. He's armed with a "gas blaster." His prime target is the white Space Hawk. If a Hawk, deadly gas bubbles, comets or amoebas touch the hunter, he tumbles into infinity! There are just three ways to escape: move out fast under backpack rocket power, shoot away the danger, or go into HYPERSPACE! The longer the game goes on, the more exciting it becomes, so...
GET THE HAWK!



OBJECT OF THE GAME

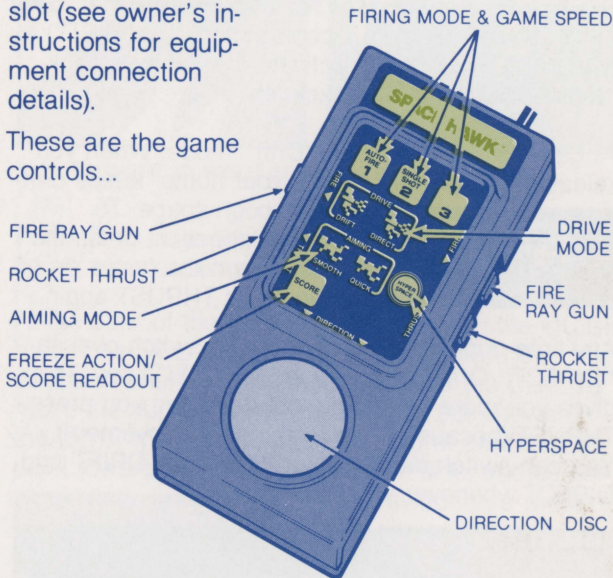
Play against the computer, and go for a big Peak Score by hitting the targets many more times than you are hit yourself. Shoot a Hawk 3 times for big scores; hit bubbles and comets for added points. Get extra hunters when your peak score rises to higher levels. Use HYPERSPACE to escape from hopeless situations. OR, play varieties of the game with a friend to team up for high scores or have "sabotage contests!"



GET READY...

Slide SPACE HAWK overlays in Hand Controller frames, to cover the keypads. Insert game in computer console cartridge slot (see owner's instructions for equipment connection details).

These are the game controls...



- Press **RESET**. You see the SPACE HAWK Title Screen.
- Set the game speed:
 - Press **3** for SLOWEST speed
 - Press **2** for MEDIUM speed (best for learning the game)
 - Press **1** for FAST speed
 - Press **DISC** for FASTEST speed



HOW TO PLAY SPACE HAWK

To get high scores, you have to KNOW HOW TO MOVE! When the game begins, you have 5 space hunters. One of them is in the center; 4 others are



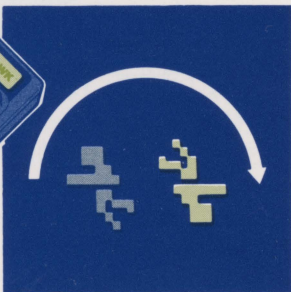
in reserve. Press either lower action button ("THRUST") to activate the hunter's back-pack jet.

At game start, you are in "Drift" mode. When you release the THRUST button, your hunter keeps drift-



ing through space. To change direction, press the Disc to turn the figure — then press THRUST again.

Any time during the game, you can switch over to "DIRECT" Drive by pressing the DIRECT key. This gives you more immediate control when you press THRUST (because there's no inertial movement). You can switch back and forth between DRIFT and DIRECT whenever you want to.



"QUICK" MOVES IMMEDIATELY TO DISC DIRECTION.

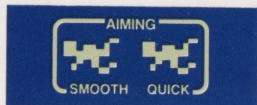




"SMOOTH" TURNS HUNTER WHILE DISC IS PRESSED.

Press Disc edge to turn the hunter. How fast the figure turns depends on the Aiming Mode you use:

At the start of the game your hunter is in the QUICK mode. He turns immediately to aim toward the direction where you press the edge of the Disc. To make the hunter's arm (and motion) point toward the top of the screen, press the top of the Disc; to point toward the left, press the left side, and so on.



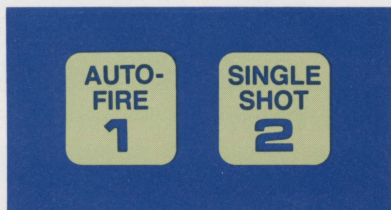
You can switch to a more gradual aiming mode by pressing the SMOOTH key.

In this mode, the figure turns clockwise as long as you press the right half of the Disc. It turns counter-clockwise while you press the left half. You can switch back and forth between these modes whenever you want to.



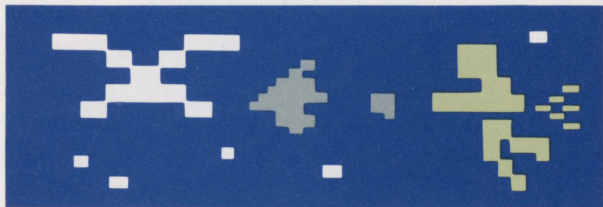
FIRING THE GAS BLASTER

In the game of SPACE HAWK you have several kinds of targets on the screen — often at the same time. To hit anything, first aim the hunter's arm at the target, then press either of the TOP action buttons.



At game start, you're in SINGLE SHOT mode. If you press AUTO FIRE, the computer will automatically fire repeated rounds for you. (A suggestion: use AUTO-FIRE while learning the game, so you can concentrate on getting good at aiming and directing your hunter through space).

Rounds fired from the blaster spread out as they get farther away, so you can hit targets at long range. Don't shoot targets at very close range — the explosion **could** blow up your hunter!



SCORING

You start the game with 500 points. Your score goes up or down according to this system:







When your score is displayed, the number in the lower right corner is the current scoring "multiple." It increases at higher score levels, and determines how often you can get an extra hunter.

MULTIPLE	SCORE RANGE	NEW HUNTER EACH
1x	ZERO — 999	1,000 points
2x	1,000 — 4,999	1,000 points
3x	5,000 — 19,999	1,000 points
4x	20,000 — 49,999	2,000 points
5x	50,000 — 199,999	3,000 points
6x	200,000 — & up	5,000 points

EVERY TIME YOU HEAR A TWO-NOTE SIGNAL, IT MEANS YOUR SCORE HAS RISEN HIGH ENOUGH TO MAKE THE GAME SOMEWHAT HARDER.



YOUR SCORE GOES **UP** WHEN YOU SHOOT...

	MULTIPLE BUBBLE	DOUBLE-BIG BUBBLE*	ONE BIG HAWK-3X	COMET	ONE SMALL HAWK-3X	RAINBOW BUBBLE**
						
1x	20	40	200	OVER 10,000	OVER 20,000	OVER 100,000
2x	40	80	400	OVER 10,000	OVER 20,000	OVER 100,000
3x	60	120	600	300	OVER 20,000	OVER 100,000
4x	80	160	800	400	3,200	OVER 100,000
5x	100	200	1,000	500	4,000	250
6x	120	240	1,200	600	4,800	300

NOTES:

* Refers to double bubbles that become large single bubbles, then explode.

** Rainbow bubbles appear only when your score is over 100,000 points. They constantly change color, and ricochet your shots in random directions. CAN BE DESTROYED ONLY IF YOU SHOOT THEM WHILE THEY ARE GREEN.

AMOEBAS: Appear as pulsating gray blobs which chase the hunter. YOU CAN'T STOP AMOEBAS by shooting them! Move away or use HYPERSPACE. Little amoebas appear over 40,000 points; big ones, over 200,000 points.



REMEMBER: YOU MUST HIT A SPACE HAWK **THREE** TIMES TO DESTROY IT AND GET SCORE POINTS! FOLLOW THE TARGET UNTIL YOU MAKE THE THIRD GOOD SHOT. BUT BEWARE...THE HAWK LEAVES A TRAIL OF DEADLY BUBBLES THAT MOVE YOUR WAY!

TO GET AN UPDATE OF YOUR SCORE, NUMBER OF HUNTERS AND MULTIPLE, PRESS SCORE . THE GAME STOPS A FEW SECONDS, THEN RESUMES WHERE YOU LEFT OFF.

WATCH OUT!

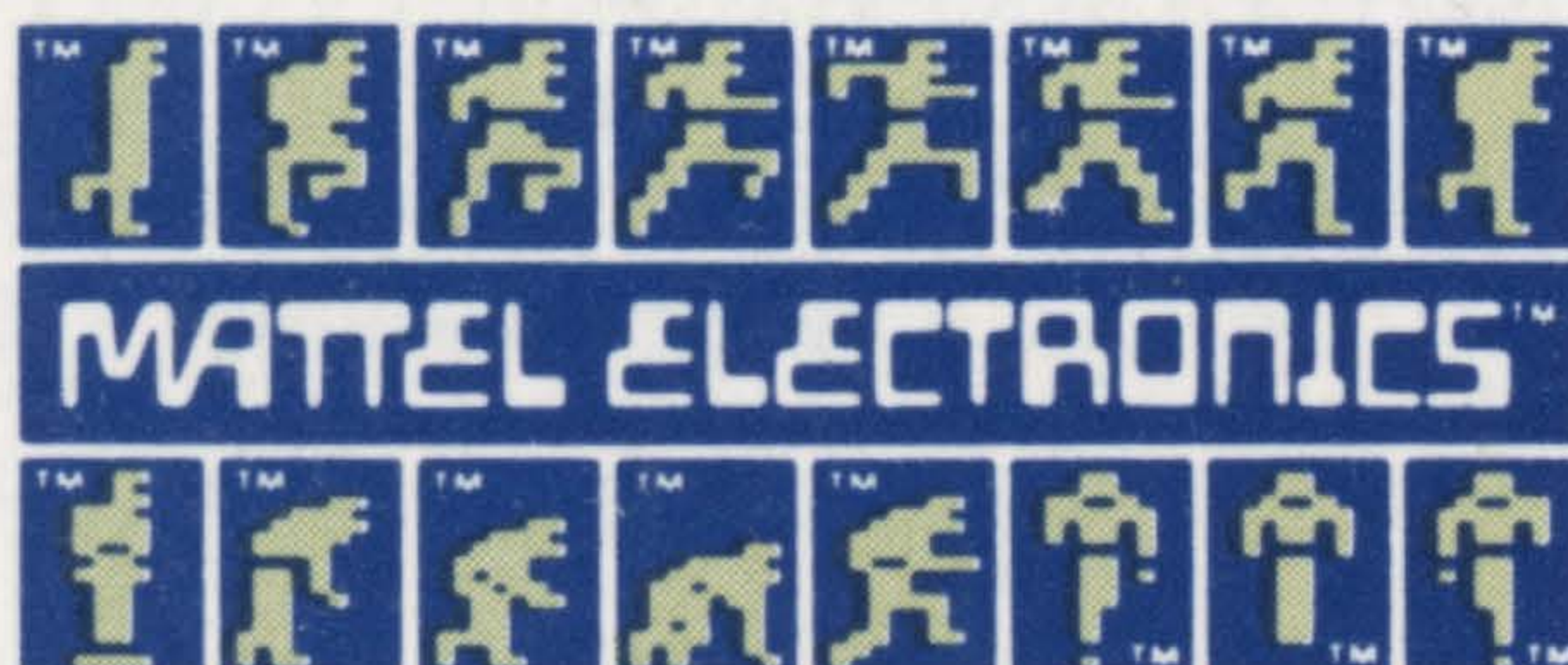
If your hunter is hit by any bubble, comet (when score goes over 10,000), amoeba (when score goes over 40,000), or a Hawk (any time), you lose points and one of your hunters. When all your hunters are gone the game is over and your Peak Score is displayed.

There are 3 ways to avoid being hit:

- Use THRUST button and Disc to move out of the way
- FIRE at the approaching object (except for amoebas. To escape them, you must enter HYPERSPACE or take evasive action until the danger moves off-screen)
- Press **HYPERSPACE**. This moves you instantly to another place, far from all the targets and objects you see. Don't use HYPERSPACE too often, though: it costs you points! (see the right column, following)



MATTEL ELECTRONICS®
IntelliVision®
Intelligent Television



Other electronic games
available from Mattel Electronics.
Look for them!